

Fig.1

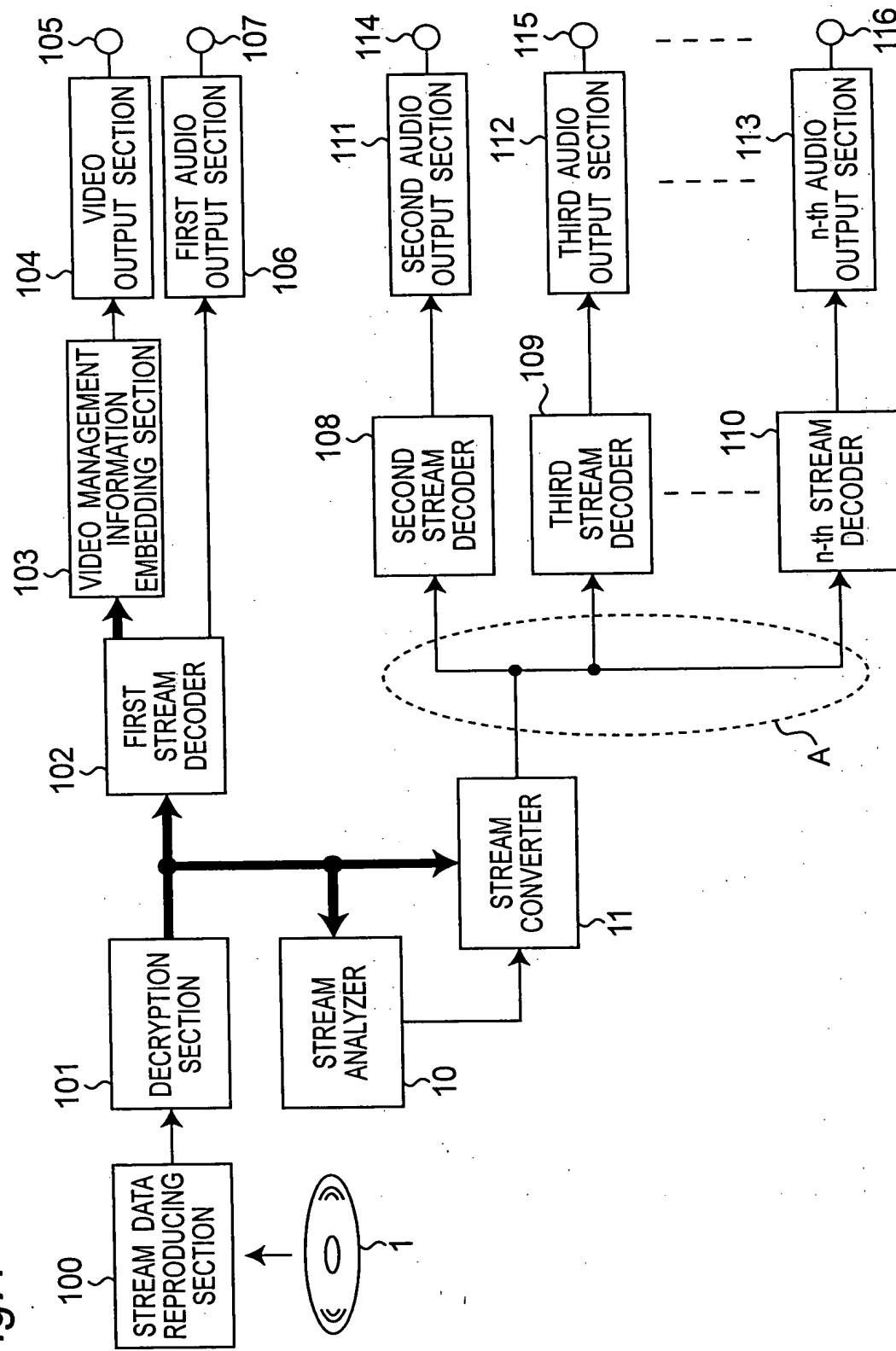


Fig.2 50

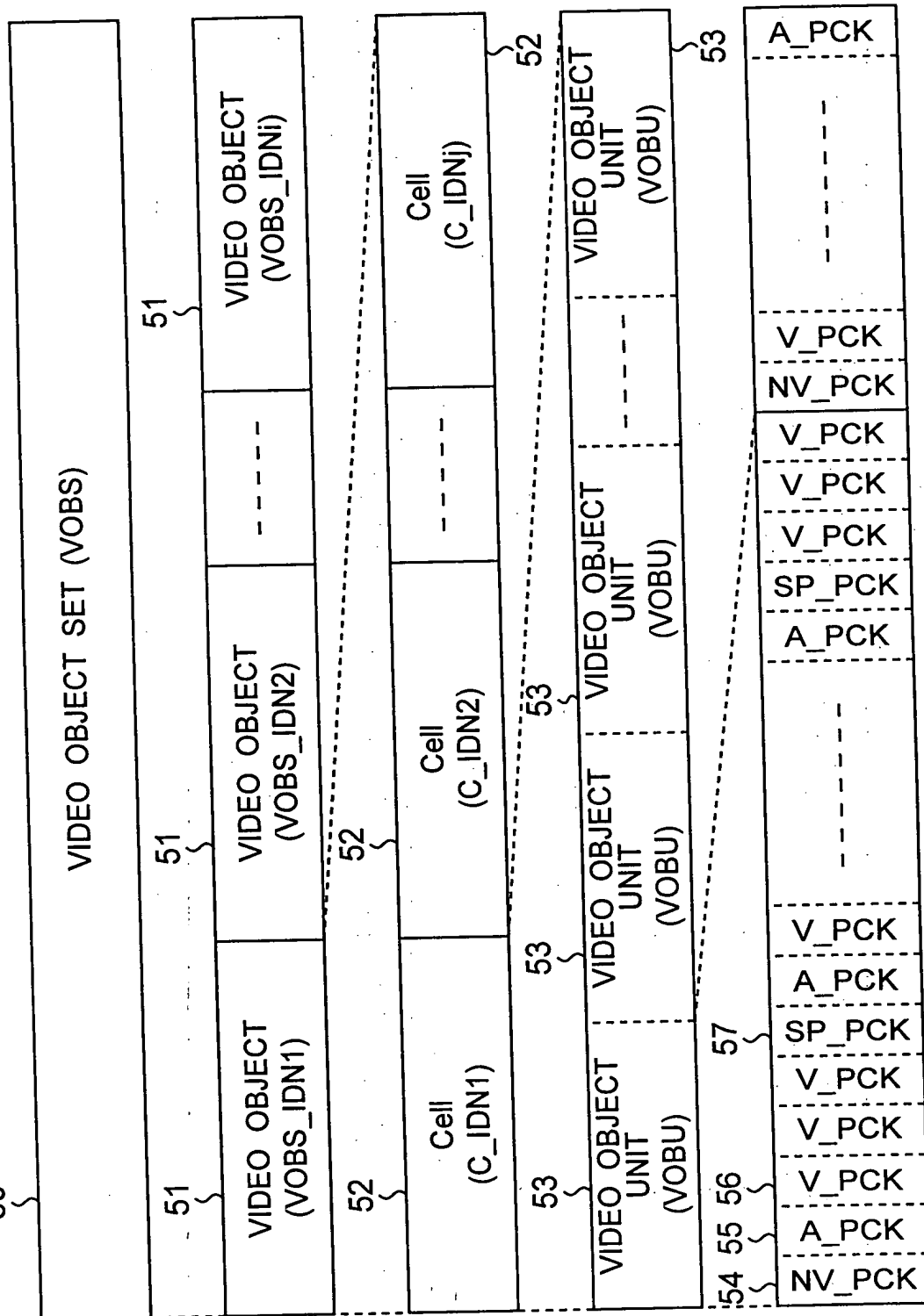


Fig. 3

The diagram illustrates the structure of a video packet, labeled "VIDEO PACKET (V_PCK:2048 BYTES)". The packet is divided into three main sections: "PACK HEADER", "PACKET HEADER", and "VIDEO DATA". The "PACK HEADER" is 14 bytes long and contains "PACK START CODE" (4 bytes), "SCR" (6 bytes), "MULTIPLEXING RATE" (3 bytes), "STUFFING LENGTH" (1 byte), "PACKET START CODE" (4 bytes), "PACKET LENGTH" (2 bytes), "FLAG AND CONTROL" (2 bytes), "PES HEADER LENGTH" (1 byte), and "CONDITIONAL CODING" (0 to 20 bytes). The "PACKET HEADER" is 9 to 29 bytes long and contains "HEAD START CODE" (3 bytes), "STREAM ID" (1 byte), "PTS" (5 bytes), "DTS" (5 bytes), and "STUFFING BYTE" (0 to 7 bytes). The "VIDEO DATA" is 1 to 2025 bytes long. The "PACK START CODE" is further detailed as "PACK START CODE" (4 bytes), "SCR" (6 bytes), "MULTIPLEXING RATE" (3 bytes), "STUFFING LENGTH" (1 byte), "PACKET START CODE" (4 bytes), "PACKET LENGTH" (2 bytes), "FLAG AND CONTROL" (2 bytes), "PES HEADER LENGTH" (1 byte), and "CONDITIONAL CODING" (0 to 20 bytes). The "HEAD START CODE" is further detailed as "HEAD START CODE" (3 bytes), "STREAM ID" (1 byte), "PTS" (5 bytes), "DTS" (5 bytes), and "STUFFING BYTE" (0 to 7 bytes). The "PACK START CODE" is further detailed as "PACK START CODE" (4 bytes), "SCR" (6 bytes), "MULTIPLEXING RATE" (3 bytes), "STUFFING LENGTH" (1 byte), "PACKET START CODE" (4 bytes), "PACKET LENGTH" (2 bytes), "FLAG AND CONTROL" (2 bytes), "PES HEADER LENGTH" (1 byte), and "CONDITIONAL CODING" (0 to 20 bytes). The "HEAD START CODE" is further detailed as "HEAD START CODE" (3 bytes), "STREAM ID" (1 byte), "PTS" (5 bytes), "DTS" (5 bytes), and "STUFFING BYTE" (0 to 7 bytes). The "PACK START CODE" is further detailed as "PACK START CODE" (4 bytes), "SCR" (6 bytes), "MULTIPLEXING RATE" (3 bytes), "STUFFING LENGTH" (1 byte), "PACKET START CODE" (4 bytes), "PACKET LENGTH" (2 bytes), "FLAG AND CONTROL" (2 bytes), "PES HEADER LENGTH" (1 byte), and "CONDITIONAL CODING" (0 to 20 bytes). The "HEAD START CODE" is further detailed as "HEAD START CODE" (3 bytes), "STREAM ID" (1 byte), "PTS" (5 bytes), "DTS" (5 bytes), and "STUFFING BYTE" (0 to 7 bytes).

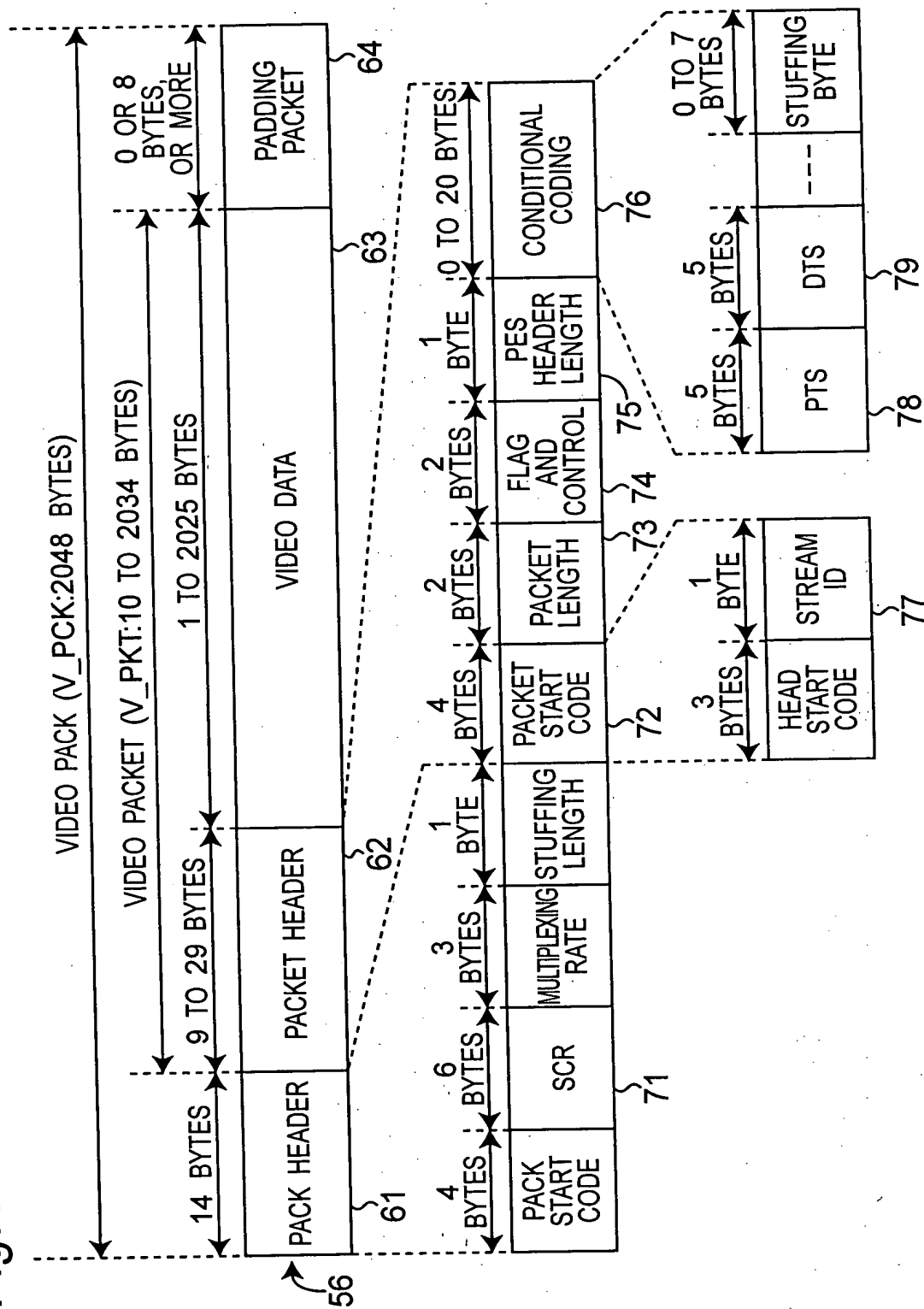
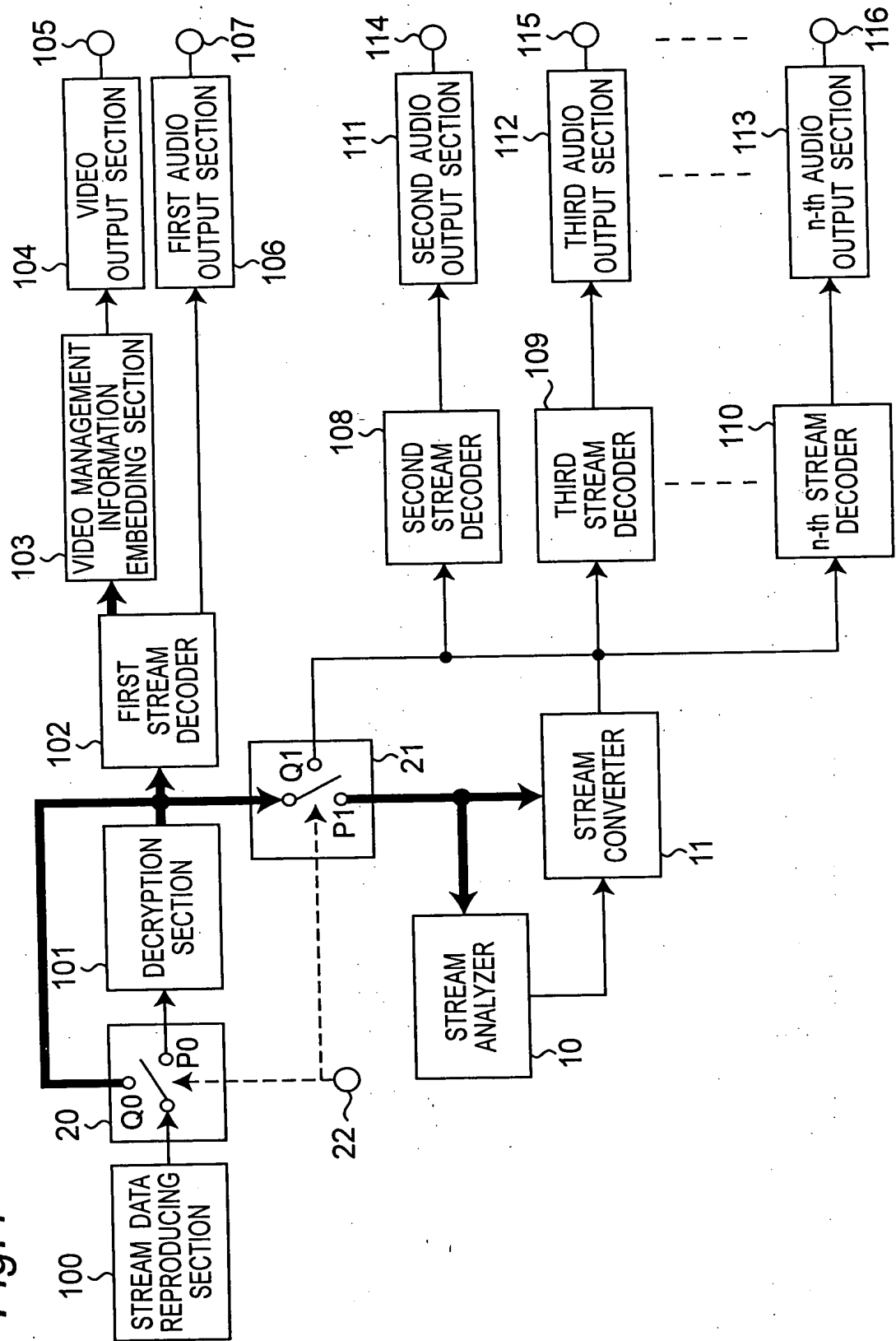


Fig. 4



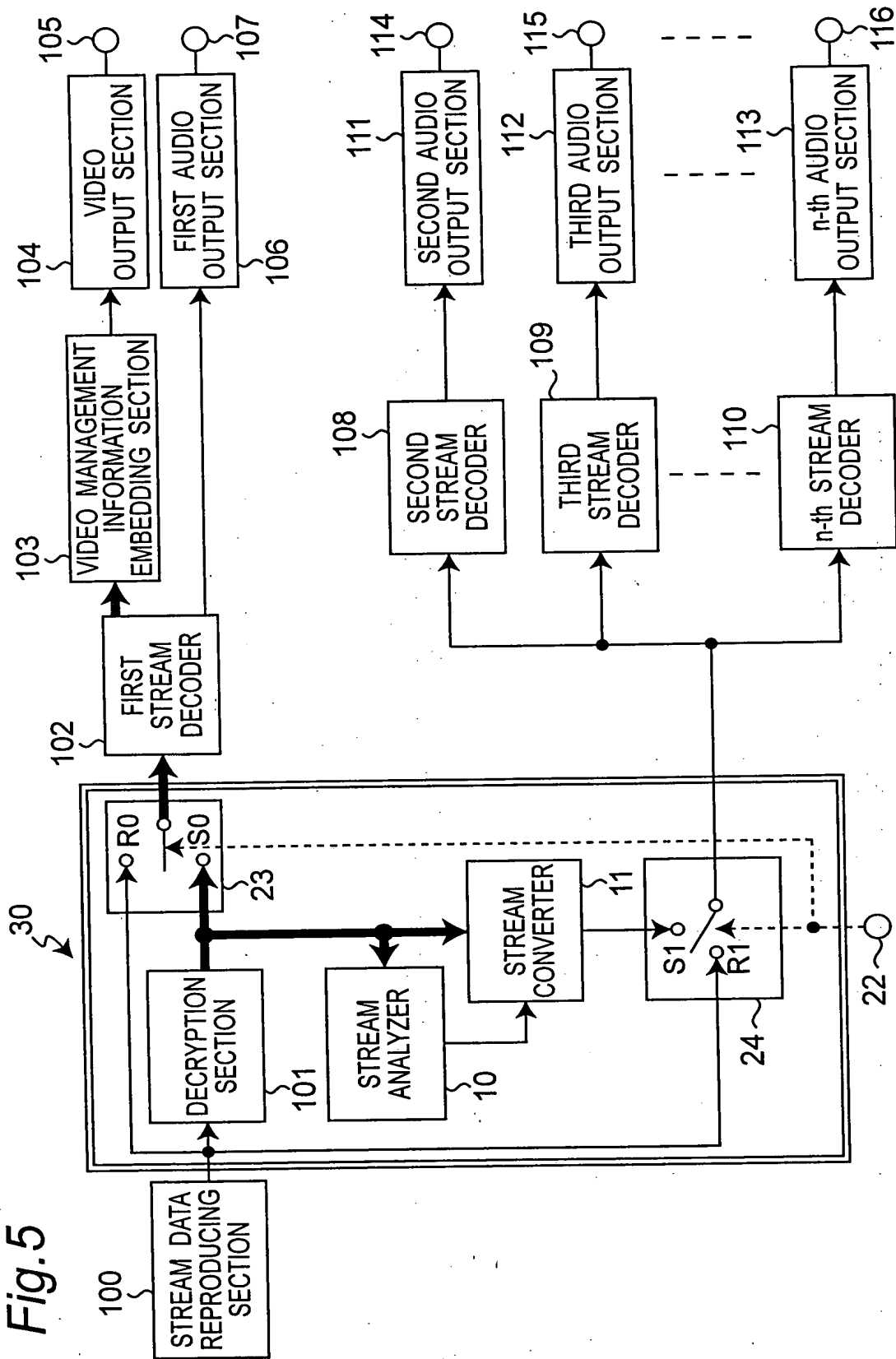
[illegible]

Fig.6 PRIOR ART

